

WindowContext::SetZBuffer



```
graph LR; A[WindowContext::SetZBuffer] --> B[ILog::Write]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'WindowContext::SetZBuffer'. The right box is white and contains the text 'ILog::Write'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

ILog::Write